

THE

GYPER

Your Guide to the Megaverse



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**Forum Found
Unofficial Resource Material**





Publisher Volunteer

Richard Grzela

Graphic Design Volunteer

Richard Grzela

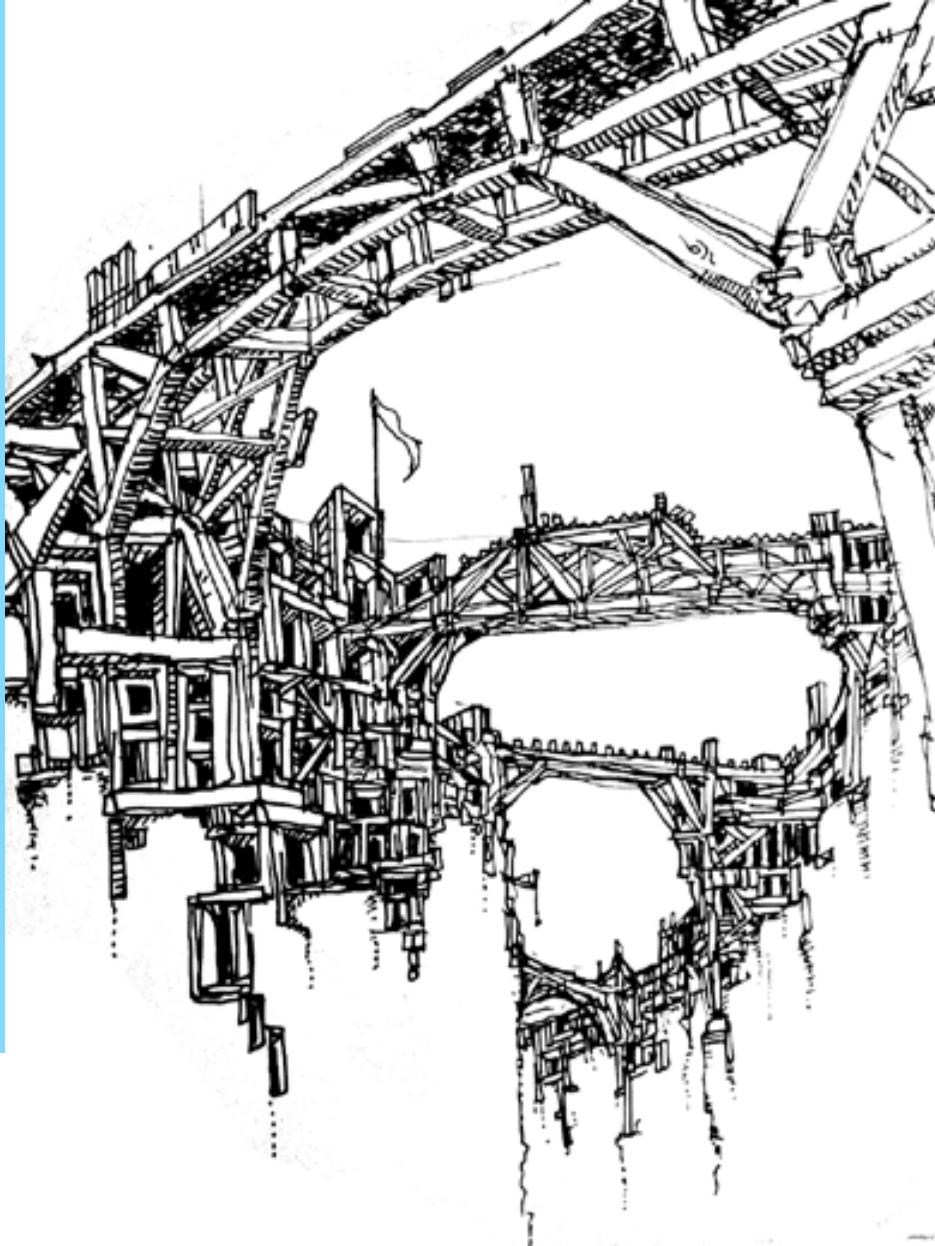
Volunteer Contributors

The Fans of Palladium Book Inc.
taalismn, Hell Fire Hide, Gadrin, Devils Advocate, Dr. Doom III,
Stone Gargoyle,

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Cover Art

Collected from unknown internet source.

Interior Artists

Art has been collected from various parts of the Palladium Books Inc. Site to help promote their products in this electronic publications. The fans have directed the images through choices they thought might work best.

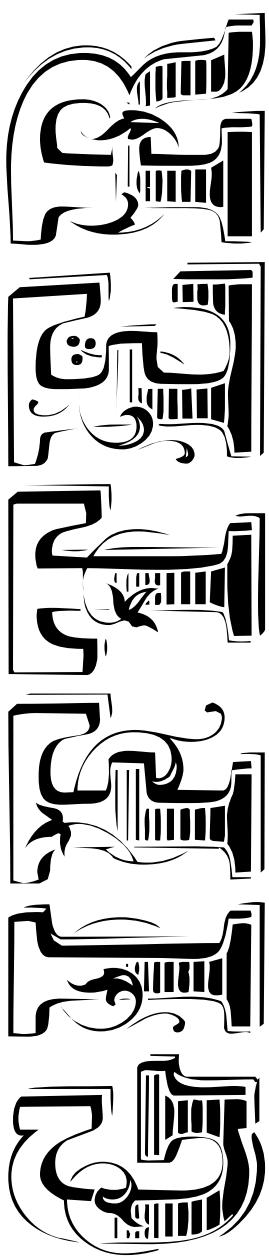
All other art was collected from the World Wide Web.

“

Plagiarism is stealing from one source and claiming it as your own. But when you steal from several place and claim it as your own it is called research.

”

We don't believe this quote, but our passion drives the publications.



Editorial Note

Your holding the collection of work created by a variety of palladium fans. Each has given their time to share with you the amazing talents and ideas they all hold. You will find extreme rules and house rules. Adventure and characters from across the Megaverse for which you can use to play within your own games. Ultimately you have the opportunity to see what other fans are doing in their game world that is rare, unique, interesting or just plain fun.

The idea of taking a peek into the games others have is not new. Game conventions offer that very same insight. What is new is new is the Gifter now offers an outlet for fans to submit material to where thousands of people can see your work, your ideas and your game material in action. With out the fans there is no Gifter. The fans are the foundation of the Gifter and it is where the greatest games come to life not just in your personal sessions but aspects of your ideas can now appear in games across the web.

Thankfully you have answered the call time and time again. Feeding your creative ideas into the Gifter and making this a very successful publication. Not many magazines can boast downloads reaching over 1000 readers. It's your fresh ideas that keep the Gifter going. So keep submitting.

In the immortal words of Palladium Books Inc. Founder, "Keep those imaginations burning bright!"



Palladium Books Inc.

All This Material Came From The Forum?

Well yes! Palladium Books Inc. has some of the most active imaginations amongst their fans. They also produce more material for the game than any other game system out today. The forum allows people to contribute things that they would love to see published.

Getting involved is as easy as posting on the forums or contacting some of the contributors to see if they can offer feed back on your work. The Forums is an open resource for all the players of the game.

This is a collection of fan work! I can not imagine how much effort it takes to do this. Palladium Books Inc. should consider looking at publishing more of this stuff the fans are producing.

You said it! We wish it was that easy too. Unfortunately your going to have to wait and see if it happens. You need to follow the procedure, submit forms and show a lot of patience. If your writing is top notch, you'll at least make the Rifter. If your better than that, your going to make it into the pages of canonized material.

Will Palladium Books look at my work?

Your guess is as good as mine. I will say this, if you work hard and phone them up, you might get the right people to answer your questions. Other contributors have been able to get ideas off the ground and get the cooperation from the many Palladium staff members.

Some of the best books ever made by Palladium are still in print. Though I miss some of the older authors and contributors. I hope to see them work on a few more projects in the future.

Is there anything I can do to see that this happens?

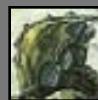
Yes! Call the Palladium Books Inc. Office.

With every challenge the company has faced, it is amazing that they are still pushing forward.

Truth be told I have seen Palladium Books Inc. Endure a lot of issues that are openly spoken about on the forums. I have to say that they are still working hard because they love their product and their jobs as much as the fans love their products. I too hope to see more.

-Devils Advocate

Your NPC Contributors



taalismn - Founder of Paladin Steel Store Front-AKA:Unknown

As a long time contributor to the forums, taalismn has been offering up concepts and ideas for years. See the store front.

Hell Fire Hide-AKA: Rich Grzela

After doing one Rifter and proving it could all be done in a reasonable time frame. He put out three "GIFTERS" and doing one more for the fans.



Devils Advocate-AKA:Rich Grzela

We need an alternate perspective on things. This NPC is the perfect choice for providing that perspective that challenges our thoughts and allows us to question any preconceived notions.



Gadrin



When your looking for originality and interesting spells , then look no further then Gadrin. Fundamentally one of the greatest spell creators I have ever found on-line. He has ways of making things better for all in the Megaverse.



Dr. Doom III

Few could ever match the talents of Gadrin when it comes to the area of magic. A very close second in this area of spell weaving is the offerings of Dr. Doom III. Clearly he is intent on destroying the world.



Stone Gargoyle

Wow what a spin on magic! The idea's behind Painting Magic is amazing to say the least. Any one who appreciates art will love the magic Stone Gargoyle posted on the forums. The spells are collected here for you to enjoy.



NONE

We Need You!



NONE

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ALL WORK IS COLLECTED AND DONATED BY FANS. NO PROFITS COME FROM THIS PUBLICATION. Most of the content is found in the public place such as the World Wide Web or public galleries throughout the World. All material presented here is done so in good faith to the original creators, owners and their representatives for promotional purposes. In no way is any profit made from the efforts of collecting and sharing any material found in these pages. This material is not paid for! The fans submitting material to this magazine is not paid or likely to have paid for the use of the material in the magazine, neither do volunteers receive an honorarium for their efforts. This is purely a work of love.

If you have any concerns please contact us and we'll advise volunteers from using content from your site or public space, as it is for a specific use only. Please keep in mind the "Gifter" is comprised of a collective of amateurs, each bringing several passions together. In no way do we see the negative of showing game material and art in the same context as it promotes both equally and fairly.

-Kindest Regards

Your Mom Doesn't Work Here!

We don't either. We are just volunteers trying to get the word out and having fun playing games while we're at it.



Being creative is no easy chore. So if you're going to get off your duff and do something, here is your chance! We don't need your name, your D.O.B. Or care what your gender is. If you have a great idea, then send it to us and it will be part of the Gifter. 100% fan created magazine for the fun of RPG games. Palladium in particular. Yes we'll take it all!

Just don't send us family photos. We might just send the big guy in the photo after you for making us endure your life story in an unwanted photo montage.

Why the magazines format?

We know you want to know the answer. It seemed the best choice to be creative and further separate what we are doing as fans from what Palladium Books Inc offers its fans with Rifter. As impressive as the copy effort was -- at least many fans were impressed. Offering more creative options means to break away from what Rifter offers. Our fan magazine has always had a few unique elements to it that the Rifter does not. One smart aleck even pointed out the obvious fact that we do not get paid or pay for any material we use to compile the magazine.

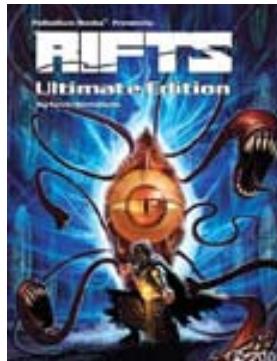
Besides the most obvious, we collected a fine bunch of material from the fans and the forum to share with the other closet game lovers out there. Yes it's true we rarely edit the work. We prefer the writers to take full ownership of their creations. It is a good way to ensure that you get exactly what the writer wanted to send you. It is also true that this stuff is a collection of art, and role-playing game material. Though at the core, this is about the game system used across the Palladium Books Megaverse.

Ever contributor feels that this is a pretty impressive piece of work. We just hope that you take it and share it with as many friends and fans as you can. It is the only way you can get the word out about how amazing this game is. It might just even be the most dynamic game system ever made for any RPG to date, which the creators are still thinking about revising to make it better. If that is even possible.

Many fans agree that it would be, at least it will be if they do not go the same way a 4ed D&D system took.

Best Palladium Book

as Judged by Fans



Many people that visit the forums agree that the best book is Rifts: Mercenaries. As publisher of this magazine I know that Palladium makes no bones about Rifts being their top selling product line. I tend to be partial to Rifts: Canada, followed by Rifts Australia and giving the Rifts: Mercenaries a ranking of 5 or 6 out of my top ten books at best. With that said, I don't often play in the Rifts world. I'm a Super Fan!

I would like to challenge the forum members with a thought. You love the content in Rifts: Mercenaries, you have said so. I willing to bet you all own the core book too. I don't think you can have one without the other. With Rifts being the top selling book, would you all not agree that it is the best book? Just some food for thought.

-Editor

The Go-To Guy



I really wish I knew who the go-to guy at Palladium was. Simply put, they feel that it is best to call them by phone and keep calling until someone picks up. As silly as that might sound, it makes sense too. One person can not do all the jobs required to make a company run. Personally I think there is a conspiracy to have the office hire another hand to help out around the Palladium Headquarters and minimize the stress everyone is under going there. Of course from their perspective, they really do want to have people call them. A real voice keeps them grounded in the space of real world events too.

The next time you have something to say or simply want to ask a question. Pick up the phone. It is fast and easy. It is the best way to get the answers you want too. Many fans have said they are super friendly.

Palladium is great to have at conventions. They are always prepared and love the feedback. The grass roots approach of convention appearances is also a great way to get to know the real people behind the game. Palladium has increased the number of appearances it is making this year. This is another great way to chat the Palladium folks up. It just doesn't get more personal than a face to face with staff. You also get to meet a few artist and writers to boot.

Kevin has the final say, but the staff has lots of authority and freedoms too. They need to meet their objectives. So even if you're not getting the boss. You're probably getting to chat with the person who has the authority to make things happen. Whether that is to take your order or answer your questions. Palladium has some of the best staff in the game business.

CityRats!

Not Just Your Everyday Tour Guide!



City Rats! The very name makes ones hair stand on end. They lurk the bowels of the Burbs and the inner city. No one knows why he or she exists or what purpose the serve the greater city. It's any wonder that CS tolerate that bunch like they do. If you're an upper crust swinger, you certainly have all the network connections your ever going to need. The City Rats are not going to be for you.

City Rats fill that niche that no ones can. The CS uses them to meet their goals because they're useful. They seem to mingle well with all type of beings. They seem to know what are the happenings and where certain individuals hang out. If you need to find a being, chances are good that a City Rat can point you in the right direction. If you're an outsider then you're going to need a City Rat on your side. Sometimes you have things you need to move into or out of the large city-states. Chi Town tends to put grates on all the tunnels and sends patrol out through many of the tunnels that connect to sewers. Still the City Rats

have a knack for moving around the patrols undetected. If they can do that, you can get in. More importantly, you may want to bring something in or out with out being detected by patrols.

Of course that is not the soul purpose of a City Rat. A good City Rat can also set you up with a Cyber-Doc of some reputation that is willing to keep their mouth shut, fix you up, and get you additional supplies you might need too. Can you trust them? Not a chance, if you should ever trust one, for one minute in the stinking sewers of Chi-Town, keep in mind the highest bidder gets the services they have to offer. If you let them get out of your sight for even a minute, there's a good chance they betrayed you. You're already being tracked or about to be in a firefight.

Sure they are good for more then secret tours and sight seeing. Just keep them close, get your information and move on your own. If you need them, keep them in sight. Things only get worse if they get away from.

Paladin Steel Store Front

By taalismn

WZ-TAC-274X Dark Justice Trans-Atmospheric Shock Trooper Carrier

The Dark Justice TAC Attack Carrier was developed to meet the specifications for a fast, heavy, assault carrier able to penetrate enemy defenses and deliver decisive small craft strikes on enemy rear echelons and planetary facilities. Nearly as large as a Wolf Pack Carrier, the Dark Justice is faster, stealthier, and just plain MEAN.... it's a party-crasher, meant to slam in, crush any orbital defenses, then unleash a swarm of fighters and power armors to wreak havoc. The design first saw action ten years ago when four of the first eight pre-production craft were used in an attack on the heavily fortified homebase of the feared Mortacarge Pirates, slipping into the system and savaging the startled pirates as their substantially larger fleet of older(but still formidable) battleships and cruisers lay berthed at dock, and their picket forces were blindsided by the carriers' stealth capabilities. For this and three subsequent raids against smaller remaining pirate bases(where the survivors of the initial massacre retreated to), the new carrier class earned its name 'Dark Justice', and WZTechYards Thundercloud has been hardpressed to schedule shipyard lines for the orders that have come in for the ships.

The Dark Justice has a fairly standard monobloc hull, with forward weapons tubes and mounts, midsection hangar bays and quarters, and rear engine compartments. Two lateral 'wings' are really massive turrets and shield generators holding the ship's four heavy rail guns and twin particle beam cannons. Positioned about the ship are seven multi-mode 'enerite globes' for point defense. The Dark Justice carries a heavy complement of aerospace fighters and power armors, as well as a set of scout/EW/ELINT craft(the Dark Justice has only standard sensors for its class) and combat shuttles for troop recovery and raids. The entire ship is sheathed in sensor-invisible materials with integral EM-sig spoofing coils and antennae embedded inside the hull plates.

WZTechYards maintains several Dark Justices as stealth cargo carriers to run deliveries of armaments to clients in the FWC, deep inside the TransGalactic Empire. Buyers of the Dark Justice include the CCW and FWC, with a few ships also bought by

smaller star-nations and high-end mercenary /security organizations.

Type: WZ-TAC-274X Dark Justice

Class: Trans-Atmospheric Shock Trooper Carrier

Crew: 521, + 550 troops/pilots

MDC/Armor by Location:

Main Body 60,000

Bridge 18,000

Hangar Bays(8) 10,000 each

Engineering (rear 1/4 of ship) 30,000

Missile Launchers(16) 250 each

Wing Shields(2) 16,000 each

Heavy Particle Beam Cannon(2) 2,500 each

Heavy Grav Rail Guns(4, 2x2) 900 each

Enerite Battle Globes(7) 600 each

Variable Forcefields 8,000 per side(42,000 total)

Height: 253 ft(84 m)

Width: 426 ft(142 m)

Length: 1266 ft(422 m)

Weight: 300,000 tons

Cargo: 15,000 tons

Powerplant: Advanced Lucerin Power Crystal Fusion w/ 25 year energy life.

Speed:

(Atmosphere) Hover to Mach 1.3, with CG-assisted boost-phase speed of Mach 5

(Sublight) Mach 30

(Kitsune Values: 50% of light speed; Accelerates/decelerates at 3.0% of light speed per melee)

(FTL) 6 light years per hour

(Underwater) Not possible

Market Cost: 36 billion credits

Systems of Note:

Standard Starship Systems, plus;

*Stealth Armor---Ship has only a 25% chance of being detected on long range scanners.

*Tractor Beams(16)---The Dark Justice mounts no less than sixteen tractor beam projectors(2 on each hangar bay) for aiding in recovering its fighters and power armos quickly. Each TB mount has a range of 80 miles, and is rated for 200 tons.

Weapons Systems:

1) Multi-Mode Missile Launcher

Massdrivers(16)--Rather than mount four different missile systems, the Dark Justices carry specialized grav-catapult systems instead, that toss out 'bundles' of missiles, automatically selected, programmed, and assembled from automated magazines, out to light up and streak to their targets. This allows the same launcher cell to fire anything from mini-missiles to long range anti-ship missiles. A favorite tactic is to fire a spread of long range EMP and wide-area jammer munitions ahead of the ship when entering a target system/planet's orbit, to confuse and distract enemy early warning and targeting systems.

The launchers can also be reconfigured to deploy power armored soldiers(albeit at lower levels of acceleration...can eject one power armored trooper every 7 seconds, or 32 troopers every melee if all sixteen launchers are dedicated to troop deployment).

Range: Varies by Missile Type

(Kitsune Values: in atmosphere, in space)

Damage: Varies by Missile Type

Rate of Fire: (Long Range Missiles)Volleys of 1-4

(Medium Range Missiles)Volleys of 1-8

(Short Range Missiles)Volleys of 1-10

(Mini-Missiles)Volleys of 1-20

Payload:(Long Range Missiles) 60 LRMs, Additional missiles may be stored in the cargo holds and reloaded within 30 minutes(1 ton of cargo per 12 missiles)

(Medium Range Missiles)120 missiles per launcher, Additional missiles may be stored in the cargo holds and reloaded within 30 minutes(1 ton of cargo per 24 missiles)

(Short Range Missiles) 240 missiles per launcher, Additional missiles may be stored in the cargo holds and reloaded within 30 minutes(1 ton of cargo per 48 missiles)

(Mini-Missiles) 480 missiles per launcher. Additional missiles may be stored in the cargo holds and reloaded within 15 minutes(1 ton of cargo per 96 missiles)

2) Heavy Particle Beam Cannon(2)

--These powerful weapons are mounted in the 'wing-shields' on either side of the main hull. The cannons are normally concealed by their housing turrets, until they power up, when the priming glow becomes evident. The wing-turrets have a full 360-degree rotation, and 60-degree arc of fire.

Range: 50 miles in atmosphere, 150 miles in space

(Kitsune Values: 150 miles in atmosphere,150,000 miles in space)

Damage: 1d6x1,000 MD per single blast

Rate of Fire: Twice per melee

Payload: Effectively Unlimited

3) Heavy Grav Rail Guns(4, 2x2)

--These two powerful projectile launchers are mounted in the wing-shields bracketing the particle beam cannon, and have the same arc of fire.

Range: 3 miles in atmosphere, 10 miles in space

(Kitsune Values: 10 miles in atmosphere, 10,000 miles in space)

Damage: 1d6x100 MD per burst

Rate of Fire: EGCHH

Payload: 500 bursts per gun. Additional ammunition may be stored in the cargo holds and reloaded within 15 minutes

4) Enerite Battle Globes(7)

--Another 'multi-mode' weapons system that comes to WZ courtesy of their J!ng allies, the Enerite system uses a fluid liquid-crystal energy matrix and nano-shaped energy lensing to create a weapon that can fire, with a few seconds of reconfiguration, laser, plasma, or electrical energy. These weapons are mainly used for point defense against smaller ships and missiles.

Range: (Laser)5 miles in atmosphere, 10 miles in space

(Kitsune Values:10 miles in atmosphere, 10,000 miles in space)

(Plasma)1 mile in atmosphere, 3 miles in space

(Kitsune Values: 3 miles in atmosphere, 3,000 miles in space)

(E-Bolt)0.5 miles in atmosphere, 1 mile in space

(Kitsune Values: 1 mile in atmosphere, 1,000 miles in space)

Damage: (Laser) 3d6x10 MD per blast

(Plasma) 1d4x100 MD per blast

(E-Bolt) 2d4x10 MD per blast

Plus, electrical damage similar to the Triax Lightning Blaster:

01-15 No additional damage

16-30 Instrumentation flickers for 1d4 seconds, and lose initiative

31-45 All weapons systems go offline! One comes back online in 1d4 melees.

46-60. All systems offline for 1d4 melees

61-75 Communications, targeting, and radar are knocked offline. Manual targeting only; -3 to strike, and no initiative

76-90 All systems except one wqeweapons system are cooked; -25% to piloting at 1/3 maximum speed. -50% at 1/2 maximum speed, -75% at maximum speed, no initiative to strike, -3 to Dodge and Strike, and lose 1 action/attack per melee.

91-00 All electrical systems are zapped, and the vehicle is dead in space.

Against organics, this weapon mode stuns for 1 melee round; lose 1 action/attack, no initiative, and HALF bonuses to strike and dodge

Rate of Fire: Six times per melee

Changing the weapons fire-mode per Enerite globe takes 2 melees(30 seconds)

Payload: Effectively Unlimited; however the Enerite Globes draw enormous amounts of power, especially when reconfiguring fire-mode; take the main Particle Beam Cannon offline(CANNOT fire while the Enerite Globes are switching mode) or reduce shield strength by 5%(or reduce the MDC of one shield vector by 30% while the Globes are switching modes).

Bonuses: Advanced targetting computers combined with independent-operating sensor systems on each Globe give a +7 to strike for the lasers, +5 to strike for plasma and electrical bolts.

Aux. Craft: (Standard Complement)

70 Fighters

10 Recon Craft

4 Shuttles

200 Power Armors

Variants:

The only major variant of the Dark Justice is the six-ship WZ-TAC-274X(R) sub-class, commissioned by the Rypt. Though the crew complement remains the same, the Rypts' smaller size(roughly terrier-sized) means that the troop and hangar decks have been refitted to accommodate a larger number of Rypt combat equipment; 700 cruise-missile-sized fighters, 10 car-sized recon scouts, 25 truck-sized shuttles, and 8,000 power armors. Accommodations for 5,000 technical support crew are also included.

What is a Role-Playing Game?

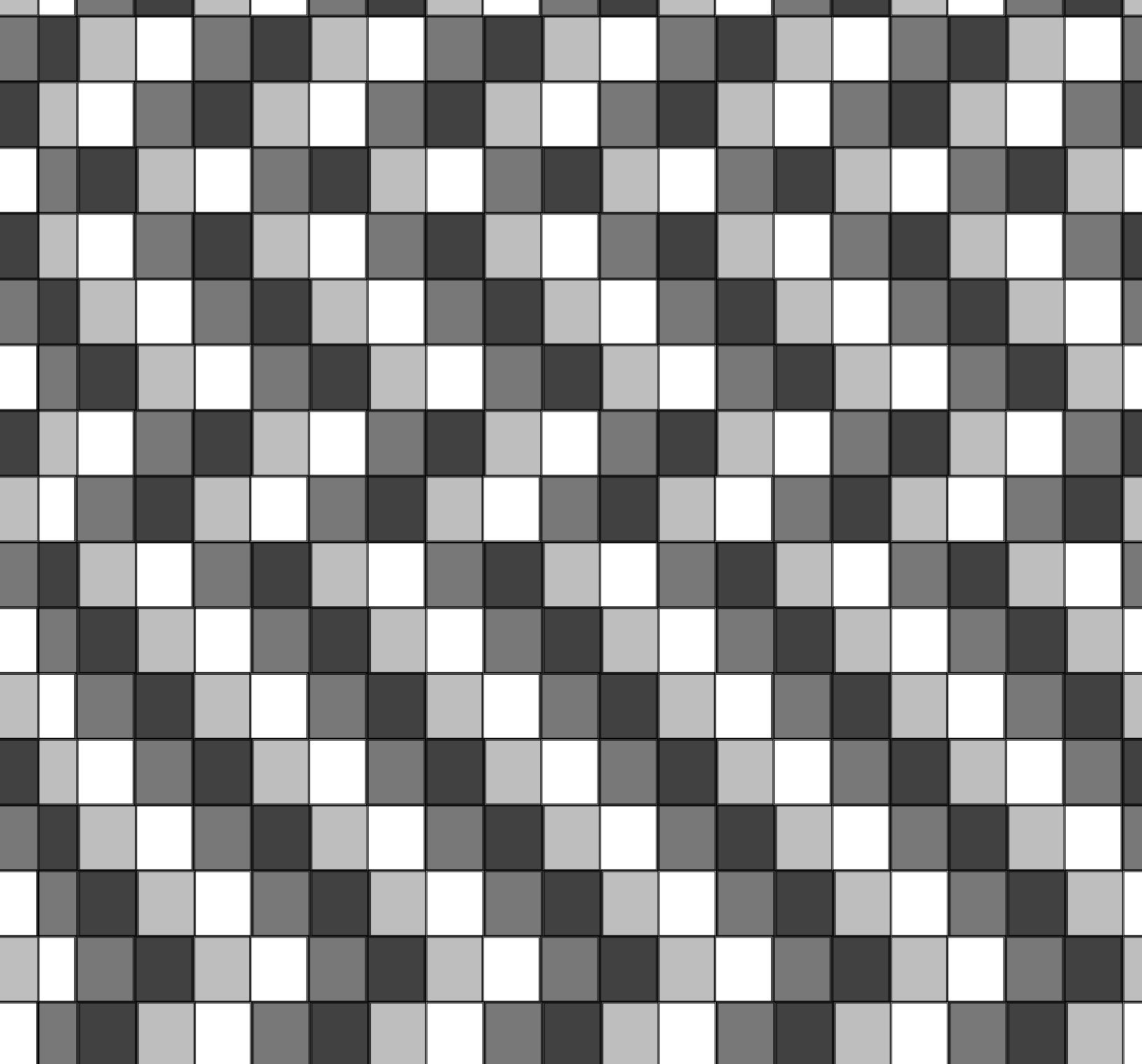
Role-playing games are social games that present opportunities where you are to play an imaginary character represented with statistics written down on paper. When you take on the role of this fictional character on paper, you open your imagination to a whole new set of ideas and infinite number of possibilities of adventure.

You get to interact with peers and play out fictional adventures and socialize about make-believe situations and face imaginary threats to grow your characters talents and level of experience.

Ultimately this is a great way to make new friends and get reacquainted with old friends, and have FUN!



FOR ALL WHO DARED TO DREAM
Beware the pit falls of good will and
faith. They have been greatly
diminished with time.



THIS PAGE AD IS SPONSORED BY THE CREATIVITY OF RICHARD GRZELA.

If you should ever need a keen eye for art and design or to improve a page for a presentation or paper. Feel free to contact creative person at your local Gifter for help. After all passion is what we lived off of when we made this magazine. We could do the same for you with witty writing and layouts.

*WZ-MD-016 Blade Destroyer

Though closer in size to a heavy cruiser (and much larger than WZ's 'Mogami'-class cruiser, for example), the appropriately named Blade-class destroyer is a destroyer in armament and combat capabilities. The WZ-MD-016 was first manufactured by a member firm of WZTechYards of a planet (Kai'Shem) that had just joined the Three Galaxies; their premiere design for a large warship using less sophisticated technologies was found to be quite robust and the design was subsequently modified to utilize more advanced tech and materials.

The Blade lives up to its name in its general appearance; a long, thin, sleek armored hull, with a 'hilt crossbar' formed by a pair of auxiliary engine pylons, and an upper works bridge and sensor assembly. The Blade's destroyer-class armaments lay concealed under hatches and sliding doors set into the ship's streamlined hull; with appropriate EW cloaking, the ship can appear on long range scans as a particularly fast light starliner or transport. The primary weapon of the Blade is a large battery of long range missile launchers (at the time the ship was originally designed, the natives of Kai'Shem had not yet perfected heavy energy weapons for their ships, instead relying on more familiar missile armaments). Added on later by WZ is a pair of external-mount long range particle beam cannons for anti-ship actions with direct fire weaponry. For close-in defense, the Blade mounts several additional batteries of short range missiles and six retractable point defense laser turrets. In addition, the ship carries a large contingent of marines for boarding ships and investing facilities crippled and neutralized by long range bombardment. Finally, in a nod to the Kai'Shem traditional love of bladed weapons (their planetary culture outlaws the private ownership of firearms, but personal balded weapons and a code duello are part of most civil law codes), the Blade appropriately enough is modified for ramming attacks. Though this capability has been rarely used operationally since the Kai'Shem have joined the greater Three Galaxies community, the few times it has been used to skewer and board enemy vessels, it has proven most effective.

The primary configuration of the Blade remains close to its original design; a space-going troop carrier and interdiction ship, intended to police space colonies and border settlements. The introduction of more compact and powerful Three Galaxies-grade fusion nuclear engines and CG drive units has opened up the range and internal space on these ships. Formerly much internal volume was given way to bulky reaction mass tankage...this has been now allocated to expanded life support and crew quarters, allowing a complement of crew and troops originally cramped into tight quarters much more room to move about in...and this has made extended range missions and tours of duty much more endurable. Sensors and forcefield shielding have been upgraded to Galactic standards, and the hull has been reinforced with more modern megadamage materials. Despite the improvements, however, the Blade is structurally rather fragile for a ship of its size, and its overall armament remains weak compared to smaller ships like the CCW Warshield. Thus, the Blade's best hope of surviving combat against more modern warships is to overwhelm the opposition with long range missile fire, then retreat from anything that survives the onslaught, to repeat again from a distance. It is often deployed as a missile-picket ship in larger battlegroups, or as a 'missile barge' supporting troop landings on planets and asteroids.

Surprisingly, the Blade is one of WZTechYards' more popular

ships, despite its rather primitive basis. The ship is so large and economical to produce, and so tolerant of modification, that it can be quickly adapted to a variety of purposes, military and commercial. This popularity has translated into large orders and happiness for the Blade's original designers and builders, who now find their shipyard slips in constant operation to meet the WZTechYard orders.

Type: WZ-MD-016 Blade

Class: Missile Destroyer

Crew: 800; 150 crew, plus 450 troops, and an additional 300 passengers

MDC/Armor by Location:

Main Body 65,000

Bridge 2,000

Ram Prow/Vibrofield* 9,000/9,000

Engines(2) 6,000 each

Particle Beam Cannon Pods(2) 5,000 each

Long Range Missile Launchers(8) 250 each

Point Defense Turrets(8) 150 each

Variable Forcefield** 5,000 each side(30,000 total)

*Vibrofield regenerates at 20% per melee

**Variable Forcefields regenerate at 10% per melee

Height: 375 feet (125 m)

Width: 660 feet (220 m)

Length: 1500 feet (500 m)

Weight: 82,000 tons

Cargo: 15,000 tons

Powerplant: Nuclear Fusion w/ 30 year energy life

Speed:

(Atmosphere) Hover to Mach 7; transatmospheric

(Sublight) Mach 12

(Kitsune Values: 60% of light speed; Accelerates/decelerates at 1.2% of light speed per melee)

(FTL) 5 light years per hour

(Underwater) The Blade actually CAN operate underwater, able to move thru the water at 60 MPH, and handle depths up to 1,800 ft

Market Cost: 980 million credits

Systems of Note:

Standard Starship Systems.

Weapons Systems:

1) Long Range Missile Launchers(8)

--The main weapon of the Blade missile destroyer is its long range missile launchers.

Range: Varies by Missile Type

(Kitsune Values: 3,400 miles in atmosphere, 1,800,000 miles in space)

Damage: Varies by Missile Type

Rate of Fire: Volleys of 1-24 each launcher (so all eight launchers firing simultaneously will put 192 LRMs in the air at once!)

Payload: 144 each launcher, 1152 total. Additional missiles may be stored in the cargo holds and reloaded within 30 minutes(1 ton of cargo per 12 missiles)

2) Particle Beam Cannons(2)

--The main energy weapons of the Blade are these two particle cannons, mounted in external pylons on the ends of the 'wings' where they have maximum arc of fire. The pods can rotate a full 360 degrees and swing out 90 degrees.

Range: 7 miles in atmosphere, 14 miles in space
(Kitsune Values: 14 miles in atmosphere, 14,000 miles in space)

Damage: 1d6x100 MD per shot

Rate of Fire: Three times per melee

Payload: Effectively Unlimited

3) Short Range Missile Batteries(4)

--Mounted in the hull behind sliding hatches, these SRM launchers typically fire in defensive barrages against incoming fighters and missiles.

Range: Varies by Missile Type
(Kitsune Values: 10 miles in atmosphere, 500 miles in space)

Damage: Varies by Missile Type

Rate of Fire: Volleys of 1-10 each launcher

Payload: 100 per launcher. Additional missiles may be stored in the cargo holds and reloaded within 30 minutes(1 ton of cargo per 48 missiles)

4) Point Defense Laser Turrets(8)

--Six point defense laser turrets can be deployed from concealed sliding hatches.

Range: 6,000 ft in atmosphere, 12,000 ft in space
(Kitsune Values: 2.4 miles in atmosphere, 240 miles in space)

Damage: 1d6x10 MD per burst

Rate of Fire: EGCHH

Payload: Effectively Unlimited

5) Ramming Attack

-- Ramming attacks between capital warships, though a favorite plot device of holodramas and hardcopy grapho-readers, are generally avoided by most starship captains, and typically taught only as theoreticals in most space combat schools... However, the tactic remains a weapon of last resort for the desperate and by those seeking to take their opponents by surprise.

Few heavy starships are actually BUILT with ramming tactics in mind, but the Kai'Shem have built many of their ships with a ramming capability from the keel up, and have developed the tactic into something quite useful(and possibly survivable). The namesake knife-like prow of the Blade is reinforced both structurally and virtually by a vibro-blade-like forcefield. Ramming attacks, however, are a risky business, however; hitting a target at speeds over exceeding the damage capacity of the ram prow(9,000 MDC) and vibrofield(another 9,000 MDC, but which regenerates at 20% per melee), will do the extra damage to the ship as well as to its target; this isn't a problem when slicing

through smaller ships with less MDC than the total attack damage potential, since the Blade can just coast right through their sectioned ruins, but hitting a mountain(or Dominator WarMoon) at fair fraction of the speed of light is NOT recommended if the crew's to survive. Blade captains attempting this tactic on a stationary(relative to the Blade) and massive target will typically order a massive deceleration just before hitting the intended target.

Damage: 4d6x100xMach Speed number

Aux. Craft:

6 shuttles
10 Aerospace Fighters

Variants:

The MiD-016 has spawned at least four major variants; The WZ-MiD-016D is a specialized drone-carrier; its long, thin, hull design concealing a specialized cargo; three bays of drones(up to 200 drones). These drones are deployed, like the destroyer's armaments, from concealed bay-hatches on the sides and underside of the hull. These ships can also be distinguished by more elaborate communications antennae and retractable sensor ariels that are deployed to maintain command links to the drones.

The WZ-MiD-016M is an armed merchantman conversion that replaces the long range missile launchers, particle beam cannons, and troop quarters with cargo bays (able to handle up to 50,000 tons of cargo) and handling equipment. The M-conversion also adds four more point defense turrets, and substitutes the particle beam cannons with medium G-Cannons(6 miles in atmosphere/12 miles in space, 5d6x10 MD per 25 round burst, and 1,000 bursts per pod).

The WZ-MiD-016UD is a mine warfare ship, equipped for both deploying orbital and deepspace mine platforms(up to 800), and also neutralizing them. It drops troop capacity in favor of mine/satellite storage. The UD variant also carries eight shuttles and twelve drones equipped for remote operation mine-sweeping. Missiles and particle beams are retained for long distance defense and detonation of mines.

The WZ-MiD-016-C02 is simply the civilian version of the Blade; all armament but two point defense lasers have been removed, the ram prow has been removed, sensors and avionics have been downgraded to civilian standard, and accommodations for up to 2,000 passengers and 25,000 tons of cargo installed instead....These 'ploughshare buses' or 'butterknives' as they've been nicknamed sell for about a third the price of a regular Blade-class warship, and have proven very popular with short-haul commuter spacelines and carriers.

WZTechyards is also rumored to be working on a substantially upgraded 'battlecruiser' model of the Blade, which will have a correspondingly tougher structure(TRIPLE the MDC), heavier shields(DOUBLE the shield strength), cruise missile launchers(3), faster-firing missile launchers(volleys up to 32 LRMs in a single volley) and even more weaponry concealed under its skin(some industry analysts believe that WZTY hopes to capitalize on the well-known weaknesses of the earlier Blades by slipping this 'wolf in sheep's clothing' in among other Blades) more in keeping with Galactic standards. Though details are scant, the 'WrathBlade' is expected to appear sometime in the next decade.

Continued on Page 14

*Syndian Tarnower-class Destroyer

“ Nothing like riding a ‘Sled’ on a hot planetary strike! On an aerobody as big as the Tarnower, the plasma shock wave can’t be missed by anybody planetside with a radar set and eyes, so you’re painted up REAL nice for the dirtside defenses to target. Every bump and pop you feel could be just atmosphere disturbance on your hull... or incoming enemy ordnance. And all the time your helmsman’s calculating how fast you’re coming in, and when to hit the main thrusters, so you don’t plow into the ground or pop up over the target zone’s horizon too late and run into a facefull of flak. Yeah, using a sub-capital ship for strafing? It’s WILD!”

The Tarnower-class DDs were a mainstay of the Syndian military at the beginning of the short Syndian-Vala-Ryzelian War. Though an old design, the Tarnower proved itself a reliable and stout defender of Syndian space, and it remained in production throughout the war.

The Tarnower-class has a hull configuration of a flattened wedge with a protruding sensor tower amidships, canard surfaces forward, and small wings aft. Two flattened in-line turrets adorned both the dorsal and ventral forward half of the ship, and four auxiliary turrets were mounted on both the top and bottom of the wings, providing arcs of fire to the sides. Tarnowers were originally designed to patrol and police the various colonies of the Syndian star-nation, and both space and atmospheric capabilities were a consideration in the design. The constraints of having to be aerodynamic(even with CG units) forced some sacrifices in the design, however, such as the placement and size of weaponry, and available space inside the hull. Tarnowers have a reputation for having cramped quarters and not much crew space, which can prove fatiguing on long deep space patrols without frequent landfalls and shoreleaves to allow the crews to get out and stretch. The compromises also meant that the Tarnowers weren't as efficient deep space boats as other more dedicated designs.

The Tarnower-class had a few advantages over such stablemates as the Adris and Justisis---The Tarnower was perfectly at home operating in an atmosphere, and could work very effectively from improvised forward base facilities. It also possessed a heavy armament, even though many of its weapons were older types. Armored protection and shielding was also heavy, with extensive use of refractive ceramics and alloys that provided protection against atmospheric friction, but also added a degree of resistance to lasers and plasma weaponry. The Tarnower occasionally found itself out-raced by Valar-Ryzelian designs, but its armament proved very effective if it could keep an enemy within range. Though they had long known of the design through their pre-war espionage, the Valar-Ryzellians had a grudging respect for the Tarnowers.

However, the lack of adequate heavy weaponry to the stern of the ship remained a problem throughout the war, and Tarnowers often fell to ‘up-the-tailpipe’ shots that destroyed or crippled their engines. Ryzelian units with integral fighter support often deployed their fighters to sweep around to the rear of an enemy formation when facing Syndian units composed of Tarnowers, then attacked the DDs from a frontal vector...If and when the Ryzellians were forced to turn and retreat, the fighters would ram in from behind the Syndians, aiming to deliver crippling blows to the engines of the Tarnowers, and hampering pursuit of the Ryzelian capital units as the Syndians were forced to

deal with damaged ships and turn a portion of their force to deal with any more fighters outflanking them. The Syndians eventually overcame this strategy by assigning escort carriers and merchant-cruisers with enhanced point defense weaponry to act as a rear guard to DD formations, but the real solution came with new ship designs that allowed existing Tarnower-class vessels to be assigned to less exposed rear echelon duties. Tarnowers came back into their own when the Syndian Republic started striking at Ryzelian worlds....the ability to enter atmosphere, deliver pinpoint barrages on enemy surface installations, and then exit atmosphere, made the Tarnowers superb planetary assault ships. With proper overwatch escort protecting them from trailing attacks, the Tarnowers proved to be in their element, and wreaked a decisive toll on Ryzelian military infrastructure targets.

After the War, the Syndian military commissioned a major overhaul of the Tarnower class to produce the Tarnower IIs, that addressed the problems exposed during combat.

Type: SR-DD-14 Tarnower

Class: Destroyer

Crew: 60

MDC/Armor by Location:

Main Body 5,200

Bridge 1,500

Hangar Bay 1,000

Forward Particle Beam Turrets(4) 500 each

Secondary Laser Turrets(4) 280 each

Point Defense Laser Turrets(6) 150 each

Point Defense Chain Gun Turrets(4) 120 each

Engines(2) 1,200 each

Variable Forcefields 2,000 per side, 12,000 total

Height: 65 ft

Width: 250 ft

Length: 320 ft

Weight: 18,000 tons

Cargo: 600 tons

Powerplant: Nuclear Fusion w/ 50 year energy life

Speed:

(Atmosphere) Hover to Mach 6; transatmospheric.

(Sublight) Mach 8

(Kitsune Values: 60% of light speed; Accelerates/decelerates at 0.0% of light speed per melee)

(FTL) 3.6 light years per hour

(Underwater) The Tarnower has proven capable of landing on and taking off of water, but can also perform in limited fashion underwater, being able to move at 55 MPH and handle depths of about 300 ft.

Market Cost: 700 million credits

Systems of Note:

Standard Starship Systems, plus:

*Thermal Resistant Heat-Refraactory Tile Armor---Special heat-resistant materials designed for reentry vehicle shielding. Heat, laser, and plasma-based attacks do 1/2 damage.

Weapons Systems:

1) Forward Particle Beam Cannon(4)

-- Four turrets are mounted in the hull, two ventral and two dorsal.
Range: 6 miles in atmosphere, 12 miles in space
(Kitsune Values: 12 miles in atmosphere, 12,000 miles in space)

Damage: 2d6x100 MD per shot

Rate of Fire: Three times per melee

Payload: Effectively Unlimited

2) Laser Cannon Turrets(4)

--Four turrets are mounted out on the strake-wings, two ventral and two dorsal.
Range: 6 miles in atmosphere, 12 miles in space
(Kitsune Values: 12 miles in atmosphere, 12,000 miles in space)

Damage: 1d6x100 MD per single barrel, 2d6x100 MD for two cannons firing simultaneously(counts as one attack)

Rate of Fire: Five shots per melee

Payload: Effectively Unlimited

3) Long Range Missile Launchers(2)

--These are the primary long range weapon of the Tarnower-class.
Range: Varies by Missile Type
(Kitsune Values: 3,400 miles in atmosphere, 1,800,000 miles in space)

Damage: Varies by Missile Type

Rate of Fire: Volleys of 1-6

Payload: 40 missiles per launcher, 80 total; additional missiles may be carried and loaded from cargo, but will take at least 30 minutes(1 ton of cargo per 12 missiles)

4) Point Defense Laser Turrets(6)

--The Tarnowers mounted separate PDS laser and rail gun turrets(later warships would combine them in the same turrets in imitation of CCW and TGE designs)

Range: 2 miles in atmosphere, 4 miles in space

(Kitsune Values: 4 miles in atmosphere, 400 miles in space)

Damage: 2d4x10 MD per blast

Rate of Fire: EGCHH

Payload: Effectively Unlimited

5) Point Defense Chain Gun Turrets(4)

Range: 1 mile in atmosphere, 3 miles in space
(Kitsune Values: 3 miles in atmosphere, 300 miles in space)

Damage: 2d6x10 MD per 20 rd burst

Rate of Fire: EGCHH

Payload: 500 bursts

Auxiliary Craft:

2 Shuttles
4 Aerospace Fighters

Variants:

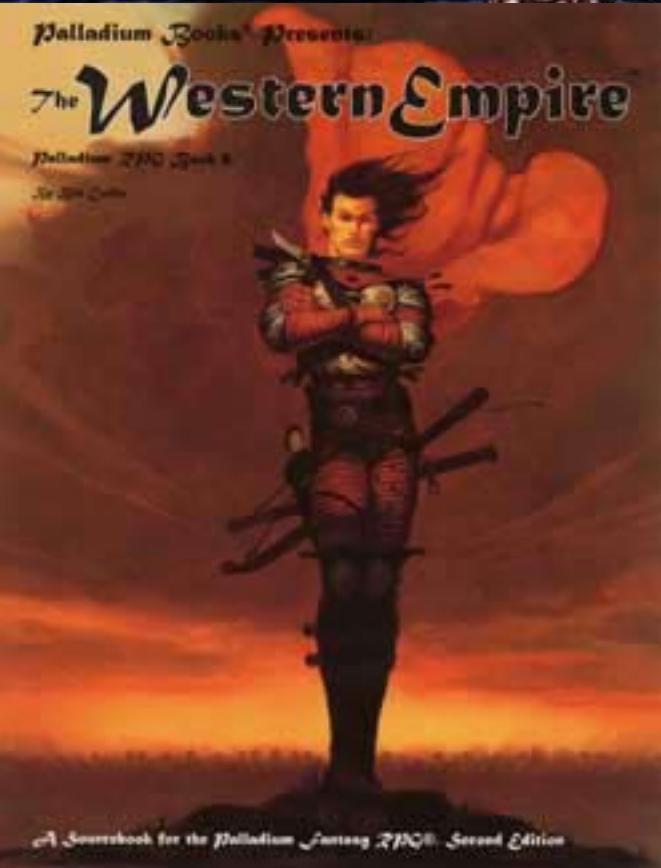
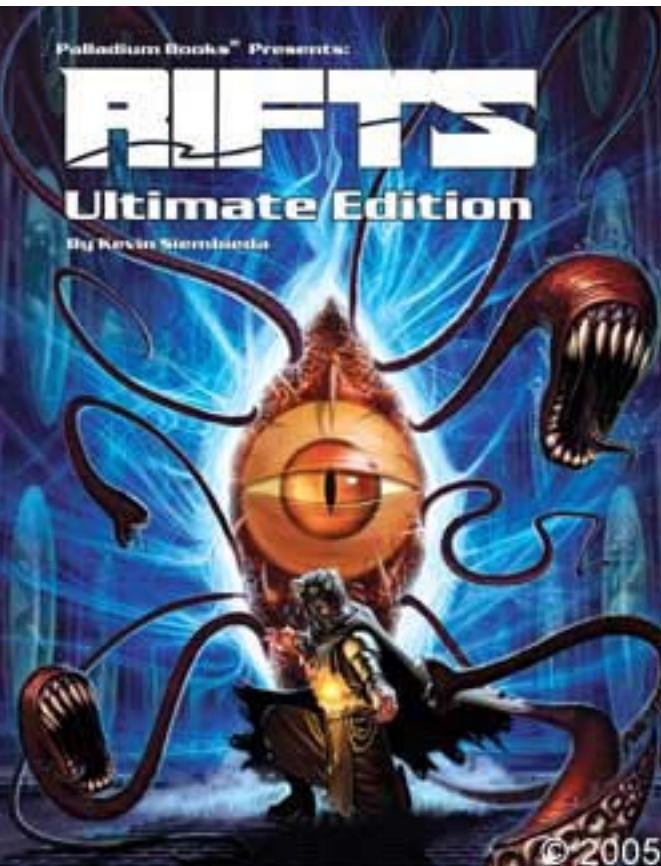
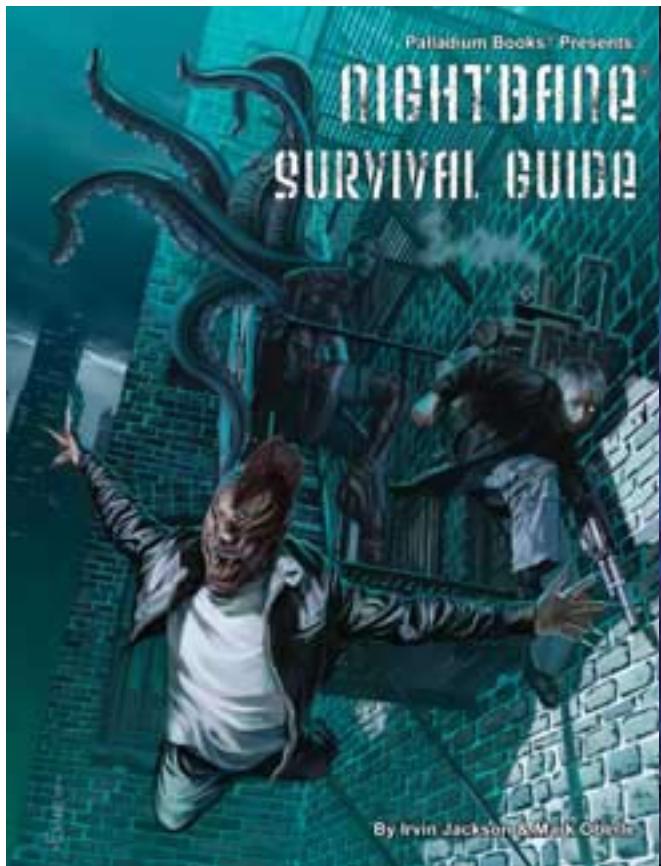
The Tarnower has been around long enough that several ships and frames were reconstructed to other configurations. At least a dozen tanker conversions exist, replacing the side launch bays with gas-collectors and tankage. Several were also converted to combat transports(carrying up to 400 troops). A number of older ships have also been decommissioned and sold to various private and commercial concerns.

The most recent variant is the Tarnower II-class that addresses the shortcomings of speed by replacing the engines with a more powerful set of Argosa-III channeled gravitic singularity drives(pushng speed to Mach 10). Other changes include six extra point defense turrets(of a combined rail-and-laser design similar to those mounted on CCW vessels) and an increase in chase-armaments(2 additional medium lasers and a medium range missile launcher covering the rear arcs), closing the blind spot in weapons coverage. The added fantail weapons emplacements add an additional 50 ft to the length of the ship and another 200 tons of mass.

Another variation, the Tarnower IIC, also upgrades accordingly, but replaces the four forward medium laser turrets with additional long range missile launchers(4 total, with 50 missiles each), and one of the forward particle beam turrets with a cruise missile launcher(with 25 missiles). Variable forcefield strength is increased to 3,000 per side, for a total shield strength of 18,000 MDC.

With hostilities likely between the Syndians and the new more aggressive Kadavist regime in place in the old Valar-Ryzellian territories, the Tarnower-IIs are being rushed into service, replacing older DDs still operating along the border zone.





COOL COVER ART IS JUST THE BEGINNING

GITTER

Special

SPELLS & MAGIC

Mirror Magic

By Gadrin

MIRROR LINK

Range: Unlimited by touch or line of sight

Duration: 1 hour per level

Saving Throw: None

P.P.E. Cost: 20

Allows a mirror mage to link two mirrors so that he may see through them and talk with anyone reflected in its surface. Distance between the two mirrors is irrelevant as the mage can use the mirror wall to connect two mirrors on different dimensions or planes, by walking through the mirror wall and touching each of them. Alternatively if the mage doesn't want to spend P.P.E. to walk the mirror wall he can hold them, or if they're too big simply link them via a visual link (line of sight).

Once linked the pair will act as windows through which the mage and anyone else may communicate, however the mirror mage can remain hidden if desired.

TRAPPING MIRROR

Range: Touch and within 5 feet for those trapped

Duration: 5 minutes per level

Saving Throw: Standard

P.P.E. Cost: 15

Non-mirror mages who gaze into mirrors enchanted with this spell must save versus magic or fall under the effects of a Charm or Domination spell, as determined when cast. Anyone standing within 5 feet who see their reflection will become obsessed with their appearance and looks, usually to their great like and become absorbed with viewing themselves. Furthermore, if the mirror mage is using this as trap, like a flame to moths, and is also using the mirror via MIRROR LINK, he may cast either Charm or Domination. Ignore the durations of those spells and use the one above. This is a great method for getting people to reveal secrets or giving them ideas.

Other mages save at +2 and get an additional save every melee round to snap out of the trap. See the Razoredged Prowler in Creatures of Chaos from the Chaos Earth series for more info.

Silver Hammer

A powerful spell that gives the Mirror Mage OCC a bit of "bite". Silver hammers are conjured by the mage and do normal melee damage, but only miss on a roll of 1. They can't be thrown or given to other characters. Against creatures vulnerable to silver weapons they do double damage. Also the roll for critical hits change: as the mirror mage does a critical hit on a roll equal to 20 minus his level (against any opponent). So a 3rd level mirror mage can roll a critical between 20 and 17; a 10th level mirror mage between 20 and 10 and so on. Lasts for 1 melee round per level, is a 10th level spell and costs 50 P.P.E. Hammers do 1-8 damage as per Rifts RPG. At the GM's option, this spell might be able to conjure any melee weapon the GM feels is appropriate (silver sword, silver dagger, silver mace). The mirror mage does not need the WP for this weapon.

Backspeak, Backwrite

Additional skills that come with the Mirror Mage OCC. Both function at 75% + 3% per level of the mage. They allow the mage to talk or write backwards effortlessly and understand it as well. Other characters can develop these skills (treat as another normal language) but at the usual 50% + 5% per level, they must also meet the mental requirements for IQ of the Mirror Mage OCC, that is ME of 13, MA of 9 in order to maintain the discipline. PE is irrelevant. ... retcarahcrevelc rehto yb detrevbus eb nac sdohtem eseht esruoc fO (print the last line out and stick it in a mirror, the only difference is the characters will be backwards too).

Break Mirror

Allows the mage to use the Shatter spell, but only to break mirrors. He can break mirrors by casting the spell and snapping his fingers or using a keyword so it's no so obvious. He can break mirrors he's using in mirror magic spells too. The mirror must be visible, or he must be utilizing it via mirror magic. The GM may opt to allow this spell to break MD mirrors in MD environments. This will work in shattering mirrors inside the mirror wall. FREX: a mirror mage uses Grasping Portal to place a nasty note beside a mirror in an opponent's apartment. He then casts this spell, snaps his fingers and shatters the mirror there for effect. This should be a 1st or 2nd level spell.

MIRROR LINK

Level: 7

Range: Unlimited by touch or line of sight

Duration: 1 hour per level

Saving Throw: None

P.P.E. Cost: 20

Allows a Mirrormage to link two mirrors so that he may see through them and talk with anyone reflected in its surface. Distance between the two mirrors is irrelevant as the mage can use the mirror wall as a way of connecting the two mirrors on different dimensions or planes, by walking through the mirror wall and touching each of them. Alternatively if the mage doesn't want to spend P.P.E. to walk the mirror wall he can hold them, or if they're too big he can simply link them via a visual link (line of sight).

Once linked the pair will act as windows through which the mage and anyone else may communicate, however the Mirrormage can remain hidden if desired.

REFLECTIVE PROJECTION

Level: 2

Range: 5 feet per level

Duration: 1 melee per level

Saving Throw: Save vs Illusion -2

P.P.E. Cost: 6

The mirror mage may take anything reflected in the mirror and project its double anywhere within range. Despite being a reflection, it won't look backwards, rather it will look normal. This means people or objects (but only singular items) can be duplicated. They're projections and have no substance, but they'll be very convincing to look at. The size of the projection is the same as the range, so a skyscraper reflection will only be 15 feet tall if cast by a 3rd level Mirrormage; while a 6-foot person will look normal, even cast by a 1st level Mirrormage.

Other Mirrormages can tell a projection with a glance (easy Perception roll at +4) but most others including other mages can be fooled.

The spell only works with an adequate amount of light, as determined by the G.M. The Mirrmage will instantly know this however and can ask before casting.

SENSE MIRROR

Level: 4

Range: 50 feet per level

Duration: 1 melee per level

Saving Throw: None

P.P.E. Cost: 10

Allows the Mirrmage to sense the approximate location of any mirrors within range. These will be mirrors that can be used in casting Mirrmage spells, all "false" mirrors will be ignored. This is extremely useful in helping the mage find his way around a place he's unfamiliar with. The spell does not work inside the Mirror Wall.

GRASPING PORTAL

Level: 6

Range: 50 feet per level

Duration: 1 melee per level

Saving Throw: None

P.P.E. Cost: 15

Allows the mage to reach from a mirror and extend his hand out one within range. This can be used to grasp items or deliver objects with his hand and is limited to non-living substances. Reach is limited to the length of the caster's arm and only his arm may be used. The caster must know the position of the destination mirror, either by firsthand knowledge or via the Sense Mirror spell. Often used to deliver messages, plant listening devices or explosives. The Mirrmage may use this spell to break the destination mirror if he desires. The items must be relatively small, such that the mage can grasp them with a single hand.

CHROME PLATING

Level: 2

Range: Touch

Duration: 1 hour per level or permanent.

Saving Throw: None

P.P.E. Cost: 5 or 75

Strictly for looks, the Mirrmage can use this spell to chrome plate anything the GM feels is appropriate, like weapons, cigarette cases, lighters, etc. The surface can't be used for mirror magic spells, it's just done to make things look cool. Weight doesn't change, so plastic sunglasses can be chromed to look like metal, but otherwise remain the same (S.D.C. too, etc). By spending 75 P.P.E. the Mirrmage can make it permanent. Large items like refrigerators or cars, walls, houses, etc cannot be affected by the spell. Windows, no larger than the mage will work.

MESMERIZING MIRROR

Level: 6

Range: Touch and within 5 feet for those trapped

Duration: 5 minutes per level

Saving Throw: Standard

P.P.E. Cost: 15

Non-Mirrmages who gaze into mirrors enchanted with this spell must save versus magic or fall under the effects of a Charm or Domination spell, as determined when cast. Anyone standing within 5 feet who see their reflection will become obsessed with their appearance and looks, usually to their

delight and become absorbed with viewing themselves for the duration of the magic. Furthermore, if the Mirrmage is using this as a trap, for a specific person(s), and is also using the mirror via MIRROR LINK, he may cast either Charm or Domination on those in the mirror at no extra cost. Ignore the durations of those spells and use the one above. This is a great method for getting people to reveal secrets or for giving them ideas. Other mages save at +2 and get an additional save every melee round to snap out of the trap. See the Razoredged Prowler in Creatures of Chaos from the Chaos Earth series for more info.

DRAW UPON THE MIRRORWALL

Level: 5

Range: Self

Duration: Instant

Saving Throw: None

P.P.E.: (Special) 10 P.P.E. the first time, but add 1D6 for each subsequent use within a 12 hour period.

The Mirrmage can draw upon a limited amount of the mystical energy that flows in the Mirrorwall by gazing into a mirror, concentrating and expending 10 P.P.E. of his own. This creates a pinhole to the Mirrorwall in which the character can attempt to draw additional P.P.E. energy to supplement his or her own. It is somewhat random: giving back 5D6 P.P.E. + 2 P.P.E. per level of the mage, so an experienced Mirrmage can use his knowledge to get better results. If the P.P.E. is not used before that time elapses, it vanishes.

Note: Frequent use of this spell may tear a hole into the Mirrorwall and/or open a dimensional portal (Too? G.M.'s choice).

Opposites Attract

Opposite Personality

Duplicate Object

UNBREAKABLE MIRROR

Level: 2

Range: Self

Duration: Instant

Saving Throw: None

P.P.E.: 10

Allows the mage to touch the target mirror and strengthen it against attacks. For SDC worlds, it has AR 15, 90 SDC; but on MDC worlds it has 20 MDC. The magic lasts for 1 hour per level of the Mirrmage.

VORTEX MIRROR TRAP

Level: 10

Range: Self

Damage:

Duration: Instant

Saving Throw: None

P.P.E.: 150 or 300

This requires a mirror roughly the size of a manhole cover or larger. Once enchanted the mirror will remain as is for days until it's broken or the magic is gone: 1 day per level of the mage. The effect is similar to the TV show Sliders. The Mirrmage can only target dimensions he's visited or that can allow magical access via the Mirror Wall, including a Temporal Wizard buddy's Dimensional Envelope, but not a Time Hole.

When broken the spell triggers two effects:

150 P.P.E.: causes the broken mirror to act as a vortex between the current dimension and the target dimension, automatically sucking anyone within 20 feet into it, using the Mirror Wall as a

pipe-like conduit and spitting them out into the target dimension. Anyone beyond 20 feet the GM rolls 5D6 and adds the Mirrormage's level to the roll. Those having PS (of any type) less than the number are sucked through. When the last person is sucked through, they must make a save, or be stuck in destination portal as it tries to snap shut. They'll take no real damage, but it does hurt and is embarrassing. Save vs Magic as standard, all bonuses apply. The portal then re-opens and tries to suck everyone back through to the original spot. Since the power level is already known (by the die roll), they all automatically go back through in random order, unless someone was caught when it tried to shut. GM should roll again for the last person through. Going thru and back should take at least 2 melee rounds. Landing back at the original spot will force a roll vs Horror Factor 13 or the usual consequences.

300 P.P.E.: as above, but the trip is one-way and takes 1 melee round.

No matter which version is created, the Mirrormage will be alerted like the Mystic Alarm spell when the trap is activated, allowing him to be on hand at the final target dimension for laughs or revenge, if he can get there. The trip is violent, like riding in a cement mixer, such that those sucked through will drop/lose anything in their hands. All of it will come back through with them, it'll just be laying about, within 20 feet diameter, at random. Fragile items may be broken at the GMs whim.

Even if standing right next to the broken mirror the Mirrormage who cast the spell is immune to the trap. Inspired by the Portal of Fear from Weapons of Chaos in HU2e and the spell Midnight Wind from Nightbane RPG.

All Information displayed for Mirror



Magic is displayed as it was posted on-line.

Temporal Spells

Dooms Temporal Spells have seen the light of day so here they are again.

By Dr. Doom III

Null Time Barrier

Range: 10' per level of experience

Duration: 10 minutes per level of experience

Saving Throw: Not Applicable

P.P.E.: 100

Level: Considered a Level 11 spell

The Null Time Barrier creates an area of frozen time for the duration of the spell. The area covers a maximum size of a 10-foot cube per level to as little as a 1-foot cube. The size is determined by the caster upon completion of the spell and once set cannot be altered.

The barrier will freeze anything that fully enters the area of effect stopping it dead in space/time. The magic is such that any energy weapons fired into the area are instantly negated and when the spell wears off the momentum of any objects in the area (including projectiles) will be lost and fall harmlessly to the ground. Of course any explosive devices will then detonate as normal (on impact with the ground or when the timer runs out). Any individuals caught in the barrier will feel disoriented when the effect wears off and if walking or running when entering will drop to their knees and be at half bonuses and attacks for one melee round.

This spell is often used to thwart pursuers and sometimes if the caster is feeling malicious he may toss grenades into the area for a nasty surprise when the duration elapses.

A mage using Time Slip can pass through this barrier like it was not even there.

Time Bomb

Range: Touch/Thrown

Damage: 1D4X10 plus 5 per level

Duration: Instant

Saving Throw: Not Applicable

P.P.E.: 40

Level: Considered a Level 9 spell

This spell is somewhat similar to the Annihilate spell. Only it is nowhere near as powerful and the orb is larger (the size of a bowling ball) and has a few different abilities.

The spell brings a tiny amount of anti-matter from another dimension and encases it in a magical orb. This orb can then be (by touch) set by the mage who created it to explode after a given time has elapsed. This time can be a maximum of one hour per level of experience to as little as a few seconds so the bomb can be used as a grenade. The time can be set or reset at any time by touch but only the caster can reset it. The bomb itself weighs about 5 pounds and the P.S. of the caster determines range.

The orb is sticky and will hold fast to any object it touches so the orb cannot be rolled into a room since it will stick to the floor on first contact. The only way to remove a stuck orb is to cut whatever it is stuck to off or a mage in Time Slip can move it. Only another Temporal Raider, Wizard or Warrior can touch a bomb normally and not stick. Therefore they can move a bomb cast by someone else but not change its time of detonation.

Youth Golem

Range: Unlimited

Duration: Permanent until destroyed

Saving Throw: Standard

P.P.E.: 8000 Plus 1000 if the mage does not himself make the statue. (Half for Temporal Wizards and Warriors)

Level: Spell of Legend

When asked about the existence of this spell Temporal Raiders will scoff and insist that this spell does not exist. After all they will say if there were such a Temporal Spell we would know it. But his spell does exist. It is the product of a Human Temporal Wizard whose name has been lost in the sands of time.

The legends speak of a spell in which the caster creates a great work of art, a painting or a sculpture, and infuses it with the ability to age for him so that the wizard will remain, as long as the artwork remains intact, forever youthful.

The reality of this spell is that it must be cast into a life size perfect statue of the caster. The statue is powered by the life force of a powerful supernatural creature that is bound to the statue and ages for him. The perfect creatures are elementals and of them the earth elemental is preferred.

The statue its self will have 1000 MDC and if powered by an earth elemental will be able to defend its self if attacked. Other then this act of self preservation the statue is for all intents and purposes just a statue and cannot act in any way and if not powered by an earth elemental cannot even do that.

If the statue is destroyed the years are instantly added to the caster and if they are more then the natural life span of his species will kill him instantly. As such these statues are usually well hidden and well guarded.

The magic of the statue will continue even if dimensional distances separate the mage and it.

A side effect of this magic is that the caster will always take on a personality trait of the being trapped in the statue. A fire elemental will give the mage a fiery temper for example.

Temporal Invulnerability

Range: Touch or 10' per level (line of sight)

Duration: Five minutes plus one pre level of the caster

Saving Throw: Not Applicable

Limitations: One pound (.5 kg) per level of experience

P.P.E.: 25

Level: Considered a level seven spell

Temporal Invulnerability can make one small object for the duration of the spell impervious to all forms of damage. Objects under the influence of this spell cannot be bent, broken, burnt or harmed in any way but can be moved. A piece of paper cannot be crumpled. A glass cannot be shattered.

Temporal Invulnerability works by taking the object and effectively freezing it in time. The object will feel cold to the touch and the only way for anyone to interact fully with the object while the spell is in effect is through the use of the spell Time Slip.

The spell can be canceled at any time by the caster.

Temporal Reversal

Range: Others by touch only

Duration: Permanent (Reversal five minutes per level)

Saving Throw: Not Applicable

P.P.E.: .750 (Double for non-temporal O.C.C.s)

Level: Considered a fifteenth level spell

Temporal Reversal or Temporal Regeneration is the only known temporal healing magic in existence. This spell is both rare and powerful. It can even restore life to the recently deceased. It is

one of the only known spells in the Megaverse that can revive and fully restore a recently slain individual who has lost major and vital portions of their body such as having the torso or head vaporized.

The spell works by reversing the flow of time on the body causing what looks like instant regeneration of even the most catastrophic wounds. The mage who is casting the spell must concentrate during the entire process of the reversal. If the person's wounds to be healed were inflicted 15 minutes ago the mage must concentrate 15 minutes for the restoration to progress back that far. If the concentration is interrupted the reversal is stopped at that point with the P.P.E. spent and lost.

Chronometric Bolts

Range: 250 feet per level of experience

Duration: One melee per level of experience

Damage: 2D6 +1 M.D. per level of experience

Saving Throw: Dodge

P.P.E.: 35

Level: Considered a level eight spell

The spell allows the caster to summon forth bolts of pure temporal energy for the duration of the spell. The bolts are purple and have the same consistency as plasma and they are fired from the palms of the hand. Each blast counts as one melee attack/action and is limited by the character's total number of attacks.

As a side effect of this spell any character struck and survives, even if in body or power armor will need to save versus magic or have their hair (if their species has hair) turned white. This white hair is permanent but will fall out normally and is replaced by hair of the characters normal color gradually over a few months.

Time warp: Rewind

Range: Self only

Duration: Instant

Saving Throw: Not applicable

P.P.E.: Special entire P.P.E. base. 150 minimum to avoid permanent losses or 50 P.P.E. minimum and a loss of 1 P.E. and 10 P.P.E points permanently

Level: Considered a 12th level spell

Time warp: rewind is a spell of last resort that allows a second chance to perform an action that the caster deems critical. Since it burns all the remaining P.P.E. of the caster only one attempt can be made and can leave the caster nearly defenseless.

The effect of this spell is to place the caster one melee round in to the past (to the beginning of the last round). The caster will have full knowledge of the intended actions of all involved and will have the initiative. Once the caster does something that he did not do the original time, time becomes fluid again and the caster knows nothing of the actions of others.

Temporal Displacement

Range: Self only

Duration: One melee plus one per every 3 levels of the caster

Saving Throw: Not applicable

P.P.E.: 60

Level: Considered a 10th level spell

Temporal displacement puts the image seen of the caster one second into the past. Out of combat this spell does little more than make the caster look like he is in a poorly dubbed movie. In combat this spell is devastating. Granting the caster a +8 bonus to strike, parry, dodge and initiative. The spell is equally

effective against electronic means of detection as normal sight. Only the psi power of Presence Sense will have any hope of detecting the casters true position and even then it only cuts the bonuses to S/P/D but not initiative by half.

Stipulation

Range: Self
Duration: 1 Year per level of experience or until activated and cannot be canceled
Saving Throw: None
P.P.E.: .50 plus linked spells and 5 P.P.E. per linked spell upon activation
Level: 8

This ritual spell is an add on spell that when cast can be linked to any spell that affects the caster and can be activated when the trigger that was decided upon when the spell is first cast happens. The trigger for the spell is only limited by the imagination of the caster. It can be set for when the mage is attacked, when the mage snaps his fingers, or when some one targets him/her with a gun. Virtually anything. A mage with the psi power sixth sense can set the trigger to go off when he/she senses danger if they want. The mage may cast one Stipulation at level one and gains a additional casting at levels 5,10 and 15. The amounts of linked spells are one at first level and one more at levels 4,8,12 and 15.
For example a 1st level mage can have one active Stipulation with one spell set to activate. A 5th level mage can have two active Stipulations which each can activate two spells.

All Information displayed for Temporal Magic is displayed as it was posted on-line.

Painting Magic

By Stone Gargoyle

Manipulate Image

Range: 20 feet
Duration: One day per level
Saving Throw: none
P.P.E. cost: 4

Effect: This causes subtle changes in a painting. The painting will react to the person looking at it, smirking in judgement, glaring, eyes following the person, fidgeting slightly or making slight movements. This can be unnerving and bothersome, especially if the people looking at it are slightly superstitious or paranoid. It can include making a cigarette smolder, grass or leaves in the painting appear to blow, or any other effect desired by the caster.

Portrait Speech

Range: Special
Duration: Half hour per level
Saving Throw: none
P.P.E. cost: 4

The mage can yell into a painting the name of a friend and have it echo across the Paintscape. When it is heared, the message will be relayed by the Portraits when next the friend walks in front of a painting. This is not reliable, as Portraits will not relay the message until sure of the person they are to deliver it to, so this can take months or even years, if at all.

Destroy Painting

Range: 10 feet
Duration: Permanent
Saving Throw: none
P.P.E. cost: 1 per square foot

The mage can cause a painting to self-destruct. Depending on the mage, the painting may crumble, the paint may run and smear, or the painting may burst into flames. Call it an artistic fit. Limit: cannot affect any painting magically protected

Create Painting

Range: Touch
Duration: Permanent
Saving Throw: none
P.P.E. cost: 4

The mage can touch an empty canvas and have images from his imagination or subconscious mind form in paint instantly. This will be a static, unmoving image unless other spells are cast as well. In addition, created by magic, this painting cannot be destroyed by anyone but the mage who created it. This can be done by the mage without expending P.P.E. at a moment's thought.

Artist's Nude

Range: 10 feet
Duration: Instant
Saving Throw: none
P.P.E. cost: 4

The mage can cause the clothing of any target to unfasten and unbuckle, falling to the ground. If used as an attack, the stripped person losses initiative and one attack, as well as any bonuses to armor provided by the clothing.

Level Two

ReplaceCanvas

Range: Touch
Duration: Permanent
Saving Throw: none
P.P.E. cost: 5

This allows a mage to repair damage artist's canvas instantly.

See Through Painted Eyes

Range: 5 feet
Duration: Instant
Saving Throw: none
P.P.E. cost: 4

This spell allows the mage to see anything "viewed" by the portrait within the last 24 hours, but it is limited to faces. This can be important if trying to find someone who defaced art or may have committed a crime within a museum.

Life Painting

Range: Touch
Duration: Special
Saving Throw: none
P.P.E. cost: 8

The mage paints a portrait of a person. As a result, the painting shows the person at all times doing whatever they are doing as if constantly on film, except the scene is limited to the space

around the person as painted and the portrait is always the same angle and size. So if a portrait is of the head, it only shows the head but the scene behind it would change. Likewise, if a full body portrait is done, the body would always be visible with other people passing, stepping into and out of frame.

Destruction of the painting would not harm the person in any way, just limit the ability to monitor them. The person's distance is irrelevant to its ability to show them.

Effectively, this shows if a person is under attack, injured, etc., allowing others to come to their aid. Or it could be used to monitor a child.

Landscape Painting

Range: Touch

Duration: Special

Saving Throw: none

P.P.E. cost: 8

The mage paints a landscape portrait where there are no people around (otherwise works the same as Life Painting) so as to monitor a house or location. Destruction of the painting will not affect the location in any way, just limit the ability to watch the location.

Effectively, this allows the mage to watch who comes and goes or events taking place. The distance is always set; the mage cannot zoom in or out.

Object Painting

Range: Touch

Duration: Special

Saving Throw: none

P.P.E. cost: 8

The mage paints an object with no background to monitor object.

Destruction of the painting has no effect on the object, just limits the ability to see the object. The object always appears the same size and at the same angle, even if flipped over, so seeing people around it can sometimes be difficult. Can be used to track thefts if allowing the object to be stolen, or to protect valuables.

Level Three

Self-Portrait

Range: Cast upon Portrait painting up to 20 feet; affects all who look at it.

Duration: Half hour per level

Saving Throw: None, though the person looking at the painting may save vs. illusion(standard)

P.P.E. cost: 10

For the duration of the spell, whosoever looks upon the portrait sees themselves in their true nature. Each individual looking at the painting will see only themselves in the picture even if amongst a group looking at the portrait. More often than not, the person will see their deeds reflected back upon them in the picture, grinning demonically, with blood-caked hands, etc., similar to the Mirror Spell Dorian's Mirror.

Note: Not all characters will see a portrait of themselves as monsters and may simply wonder how someone could have painted their picture, or they will think it is a painting of someone who looks like them.

Impression of a Painter

Range: 10 feet, line of sight

Duration: Instant

Saving Throw: none

P.P.E. cost: 5

The mage can look at any painting and get a psychic impression of the artist.

- General Alignment (Good, Selfish or Evil)
- Human or not
- Old or Young
- Male or Female
- Healthy, sick or hurt
- Reason for creating painting
- Whether the painter liked the painting or not

Paintball

Range: 150 feet

Duration: Instant

Saving Throw: Dodge of 18 or higher (combat bonuses apply)

P.P.E. cost: 5

This incantation allows the painter to shoot a ball of paint (1d4 damage) and mess up an opponent's clothing. Requires paint-brush.

Increase Paint

Range: 100 feet

Duration: Instant

Saving Throw: none

P.P.E. cost: 5

Doubles the amount of paint available without thinning it at all.

Ignite Paint

Range: 40 feet

Duration: Instant

Saving Throw: none

P.P.E. cost: 6

This causes any paint or painted surface to ignite as if hit by Ignite Fire spell, causing 2d6 damage per melee until dispelled

Drinkable Paint

Range: Touch

Duration: Instant and Permanent

Saving Throw: none

P.P.E. cost: 5

The caster negates the Poisons and Toxins in paint as Negate Poisons/Toxins spell, making it drinkable.

Level Four

Color Me Beautiful

Range: Self or other by touch

Duration: 6 melee rounds per level

Saving Throw: Standard if unwanted

P.P.E. cost: 7

By applying paint to his/her face, or the face of someone else, the person's PB goes up 8 points

Traitorous Brush

Range: 30 feet

Duration: 1 melee round per level

Saving Throw: none

P.P.E. cost: 10

The mage can take control of another artist's brush. This can be used to cause them to mess up or to improve what would have otherwise been a disaster.

Crawling Paint

Range: 5 feet

Duration: one hour

Saving Throw: none

P.P.E. cost: 15

This creepy spell causes paint to get up and spontaneously move and writhe as if alive.

Scrying Picture

Range: 2 miles

Duration: 1 minute per level

Saving Throw: Standard

P.P.E. cost: 20

This spell requires the mage to stare into a painting (preferably an abstract swirl pattern or cubist piece) and see out the eyes of any Portrait in range (MUST be a Portrait).

This spell is not restricted to painting the mage has created, but in the case of foreign paintings, the Portrait may save vs. this invasive spell.

Alter Painting

Range: Touch

Duration: One day per level

Saving Throw: none

P.P.E. cost: 12

The mage can alter a painting to give it a different look and texture without otherwise altering the layout or structure of the picture (note that this spell does not alter magically protected paintings). This can be to the betterment of the painting or to ruin it temporarily, or to make a thief think it is a counterfeit or a worthless picture.

Level 5

Summon Painting

Range: Unlimited

Duration: 2d4 minutes per level, or permanent

Saving Throw: none

P.P.E. cost: 10 if temporary, 30 if permanent

The mage can summon any painting he can remember in detail by drawing it across the Paintscape. It will appear on a blank canvas prepared for its arrival and has no harmful effect. The canvas the painting is removed from will become blank or empty until its return, that is if the extra P.P.E. is not spent to keep it in the mage's possession.

Limitation: This spell does not work on paintings that are magical or have protection spells placed on them.

Pull from the Paintscape

Range: Touch

Duration: Instant

Saving Throw: N/A

P.P.E. cost: 10

The mage can draw upon magical energy of this dimension by

touching a painting and siphoning off mystical energy, drawing 5d6 P.P.E. This can be done once per day.

Portrait of the Artist

Range: Self

Duration: one minute per level

Saving Throw: none

P.P.E. cost: 25

The spellcaster can literally step into a painting to hide, appearing to all who look at it to be a portrait of him. While in the painting, the mage can see and hear normally everything as if standing in front of the painting. The danger of this is that if the painting is destroyed the mage will become trapped in the Paintscape and become lost if not having the Walking the Paintscape spell. Otherwise the mage will have to seek another Portrait to lead him to a different Framework.

Note: In the Paintscape, the mage becomes a Portrait. hit Points and Sdc are added together as one total SDC amount. The only magic that works in the Paintscape is Painting magic, also.

Level Six

Walking the Paintscape

Range: Touch

Duration: 1 minute per level

Saving Throw: none

P.P.E. cost: 30

This spell allows the mage to step into the paintscape, becoming a Portrait (HP and SDC combine for new SDC). Only Painting Spells work within the Paintscape. This spell differs from Portrait of the Artist in that the mage can immediately locate a nearby Framework and exit. If a Portrait is in the way, he may push past to get out.

If the character is not out of the Paintscape before the duration of the spell is up, he loses all sense of direction and will have to enlist the aid of a Portrait in locating a Framework to exit, although he will probably be nowhere near where he expected.

Summon and Control Portrait

Range: Not Applicable

Duration: 12 hours per level

Saving Throw: none

P.P.E. cost: 60 (Ritual)

Casting Time: Varies

This spell temporarily summons a Portrait from the nearest painting to cross into another painting close to the mage. The Portrait becomes controlled by the mage, who can then use it to deliver messages across the Paintscape, dpy on individuals (+10 extra P.P.E. to call a specific Portrait from someone's home), or retrieve an item from another painting, etc.

Restore Painting

Range: Touch

Duration: Instant and Permanent

Saving Throw: none

P.P.E. cost: 35

The mage can restore paintings as long as a small fragment of the original canvas and some of the original paint is intact. It is useless on art reduced to ash or totally destroyed by use of paint thinner. It can erase graffiti and other damage from vandalism. It can repair holes in canvas or damage due to age

or mistreatment, improving color and vividness.

Level Seven

Remove Paint

Range: 30 feet
Duration: Instant and Permanent
Saving Throw: none
P.P.E. cost: 30

The mage can cause the removal of paint on any nearby surfaces.

Ghost Image

Range: Touch
Duration: Special
Saving Throw: Standard
P.P.E. cost: 40

This ritual involves mixing the blood drained from a corpse with paint and using it to paint a portrait, binding the ghost to the picture. A ghost which does not wish to be bound may make a saving throw. Once this picture is created, the ghost will animate it and even speak from it. The spell lasts unless the painting is destroyed and the ghost is freed.

Hide Painting

Range: Touch
Duration: three minutes per level
Saving Throw: none
P.P.E. cost: 20

The mage can hide a painting, frame and all, from all forms of detection.

Color Drain

Range: 30 feet
Duration: 2 melees
Saving Throw: Standard
P.P.E. cost: 25

The mage can literally drain the color out of garments and skin, leaving shades of white and gray. This can be Frightening to some, making them lose initiative and one attack. The objects drained will turn back to normal following the spell's duration.

Purify Colors

Range: Touch or 3 feet
Duration: Instant
Saving Throw: none
P.P.E. cost: 20

The mage can purify colors, basically allowing him to instantly clean clothes and objects in range.

Level Eight

Gallery Portal

Range: Touch
Duration: 1 minute
Casting Time: one hour
Saving Throw: none
P.P.E. cost: 50

This spell allows the mage to access a plane outside the

Paintscape where he can leap into a painting to enter the Paintscape and then jump back through the Framework. The caster must prepare an empty frame for this purpose. When entering it, he must then focus on the painting he wishes to appear in, leap through it, and then jump back to arrive at his destination.

If he is unable to focus on a painting, the mage will fall until eventually "falling" into a random painting and becoming lost in the Paintscape.

Capturing the Essence

Range: Touch
Duration: Permanent
Saving Throw: Standard
P.P.E. cost: 60 (Ritual)

This spell allows the mage to capture half of the victim's souls in a Portrait. When the target gains P.P.E. and I.S.P., half of it goes to the part of the person trapped in the picture, making only half of it available to the victim. Memories are foggy for the target and skills are performed at -10%. Bonuses to target: +5 vs. magic, illusion, mind control, empathic attacks and possession.

Dangers: Psychic and magical effects can be cast on the painting with no bonuses to protect it. Images can be painted on it which the victim will then see and believe are real. If the painting is destroyed, the soul fragment will eander searching for its lost half. Can rejoin if it gets within 100 feet of the subject it was removed from.

Cursed Image

Range: 100 feet
Duration: Instant
Saving Throw: Standard
P.P.E. cost: 50

This spell allows a mage to torture someone by mixing their blood with the paint and then painting the person's image, adding wounds or deformities which manifest themselves on the victim. The subject being painted must be within 100 feet (so remember to strap them down). Limits: This magic will not kill, but you would be surprised what you can live through.

Level Ten

It Just Speaks To Me

Range: Touch
Duration: one month per level for increased intelligence, after which it becomes a normal portrait, unless spell is made permanent
Saving Throw: none unless using an existing Portrait
P.P.E. cost: 120, plus 5 permanently lost to make spell permanent

This spell allows the mage to create an intelligent Portrait with a personality and knowledge determined by the mage (normally the creation of normal Portraits is done automatically when a portrait is painted and they have the mind of a newborn child and personality is random). One skill per level is given, equal in proficiency to the caster at the time it is created. The image can also speak (rather than a normal Portrait's ability to repeat words or babble gibberish) in complex sentences. Roll stats for IQ, MA and ME (cannot be greater than those of the mage creating it). It may be used by the mage as an advisor, tormentor or friend. It can also be used as a spy which can communicate more than an ordinary Portrait can.

Create Living Portrait

Range: Touch
Duration: 2 minutes per level
Saving Throw: Standard
P.P.E. cost: 70

This spell allows the mage to bring things out of the Paintscape into the mage's dimension, solidifying it into a physical animal. Once the being has been summoned, it simply stands there until commanded by the mage. Animals will obey the will and desires of the mage but otherwise have no motivation to do anything. It will act as the mage believes it should, so if the mage tells it to behave as something other than what it looks like, it will.

Objects like daggers and such will act as normal, but complex items like guns, although they can be brought forth, will not work. If pressed back toward the canvas, the summoned object or animal will revert to normal and pass through the Framework into the Paintscape. If pressed into a wall, as by a truck or unable to escape, it can survive by turning into a mural. If it is killed or in water or unable to paint itself onto anything, the image dissolves as a splatter of paint which is useless for painting anything ever again, as it is effectively dead.

Hellacious Painting

Range: Touch
Duration: Permanent
Saving Throw: none
P.P.E. cost: 80

The mage literally covers a person in paint and spatters them onto a canvas, allowing them to be pulled into the Paintscape without the benefit of a Framework, rolling up the painting and storing it in a dry place. The person will wander the paintscape as a Portrait, unable to free himself.

Level Eleven

Walking the Gallery: Lesser

Range: Special
Duration: One Hour
Saving Throw: none
P.P.E. cost: 80

The mage creates a stable corridor when entering the Gallery by Portal, allowing him time to browse and select new paintings to view and pass through. While on the walkway, the mage can only carry 30 extra pounds of gear. Paintings still lead into the Paintscape and he has to travel back via a Framework as normal. If spending too much time on the "Bridge", the mage will "fall" through the nearest painting, potentially becoming lost in the Paintscape.

Paint the Town

Range: Up to 10 miles per level
Saving Throw: none; people and animals, standard
P.P.E. cost: 140

The mage can influence the colors of all things in range via this spell or selectively pick things he wishes to change. This might be used by an eccentric mage who wants to see red water and purple birds, by a thief who wishes to quickly change the color of stolen cars, or to confuse and torment people. Used creatively, it could camouflage an area by making everything the same color (viewer is -5 to Perception rolls) or a pattern of colors (-10 to Perception). In combat, the color factor might make an

enemy blind, making them -4 to strike and -2 to combat rolls. The mage can also paint others to look like himself, paint his image on walls, etc. Combined with other spells, this makes the painter highly dangerous.

Level Twelve

At One With the Medium

Range: Self, or others through ritual magic
Duration: 20 minutes per level
Saving Throw: Standard if unwilling
P.P.E. cost: 250

The mage can transform himself or someone else into paint even when in the physical world. As such, he can pass under doors or cling to surfaces.

Note: Highly flammable in paint form. Of course, he can return to human form, though naked, with a thought. He cannot communicate in this form, but is aware of things around him as a normal human being.

Level Thirteen

Painted Lady

Range: Touch
Duration: Special, Indefinite
Saving Throw: None
P.P.E. cost: 90

This spell allows the mage to combine the images from several paintings to define a single dwelling within the Paintscape (which is normally hit and miss results) where the mage can store belongings and even sleep! The benefit of this is that the mage will not be found using normal search methods and can live without needing to eat or drink within the Paintscape! This also allows the mage to enter a safe area of the Paintscape before venturing out, with the entrances possibly hundreds of miles apart in normal reality!

Level Fourteen

Walking the Gallery: Greater

Range: Special
Duration: One Hour
Saving Throw: none
P.P.E. cost: 140

The mage can create a stable corridor when entering the Gallery by Portal, allowing him to bring up to 10 people with him, maximum weight being 2000 pounds. They must remain together within 20 feet on either side of the mage and pass through with him into the Paintscape. If the Group gets separated from the mage, or if the duration of the spell elapses, the walkway will collapse and the group will "fall" through paintings into the Paintscape, potentially lost forever if the mage cannot guide them out.

Level Fifteen

Picasso's Castle

Range: Touch
Duration: Indefinite
Saving Throw: none
P.P.E. cost: 300, 15 of which is permanently lost from the mage

This ritual enchants a painting with such confusing imagery that it leads to a different plane other than the Paintscape, in a little known reality beyond it. Patterns are then painted on a victim matching those of the painting on the canvas, which will not have a frame.

The physics of the new reality basically suck the victim in, incorporating him into its design, making the victim unable to be extracted, ever. The person remains technically alive, but must roll a new permanent insanity each melee round in the new dimension.

All Information displayed for Painting Magic is displayed as it was posted on-line with minor edits.





Random Interstellar Empires & Star Kingdoms

By taalismn

"So, the cops likely have the Remid Cluster alerted to us. Forget about going there! Where can we go where that Altess bastard CAN'T bribe somebody to make our lives a living hell?"

"I'm thinking the Gaspidar Clouds across in the next Arm."

"I am NOT that desperate to be haring off into the unknown regions to sit on cold rocks and scratch fleas for the rest of my life! I mean someplace CIVILIZED!"

"No, listen, there's at least three charted star kingdoms in the Gaspidar! Civilizations! There's this thing called the 'Raduul Imperial Congress' that looks promising--"

"Raduul Imperial Congress'? Never heard of them!"

"With any luck the Altess haven't either. But here's what the Galactic Gazetteer has to say about them! Mind you, this survey entry was last updated three hundred years ago--"

Spanning the stars with the influence of one's culture is an ambition of many spacefaring species---'Manifest Destiny', the need to find new resources and new homelands to persevere the species, intense curiosities about the rest of the cosmos, the need to dominate; all of these are factors in the establishment of larger civilizations beyond the atmosphere and gravity well of a species' homeworld. For many, it is a facet of evolution, to grow and expand into new cosmic pastures. For some, it is the ultimate Game, growing from nothing, pitting one's species against others, and carving out a place in the galactic drama. Some are just starting out, full of vim and vigor; others have played their hand and are retiring from the stage, while still others have overreached and now face calamity.

These aspirants are the independents of the Three Galaxies,

individually likely not to be very powerful or influential compared to the known and established powers like the TransGalactic Empire, Golgan Republic, or Consortium of Civilized Worlds, but taken as a whole a substantial part of the galactic political scene. Some exist as semi-independent entities allied with one of the big power blocs (the CCW and the UWW play host to a number of such smaller star kingdoms), others are under threat of assimilation by them (the TGE in particular), while others are plucky independents who bow to no other power willingly. The following are a set of general guidelines for developing some of these minor powers in the Three Galaxies.

Note: "Kingdom" and "Empire" are used interchangeably here to describe a solar political entity holding sway over a solar system, cluster of star systems, or region of space, even though it may be a democracy or socialist state.

A.

Size: How many solar systems does the kingdom hold sway over?

01-14%--- Single Planet/Solar System, but the star kingdom may have influence far beyond its borders

15-39%--- Small: 1d4+1 Star Systems

40- 64%--- Modest: 3d6 Star Systems

65-79%--- Extensive: 1d4x10 Star Systems

80-96%--- Large: 4d6x10 Star Systems

97-00%--- Massive: 1d4x100 Star Systems---Few such massive star kingdoms exist, and garner the immediate attention of major powers like the TGE and CCW, who will seek them out as allies, or regard them as possible opponents.

B.

History: Where did the kingdom come from?

01-40%--- Newcomers---The star kingdom started on its own, from a single colony of independents, a naturally evolved new race, or d-bees who came through a Rifts and settled their region of space.

41-90%---Splinter of Older Civilization---The kingdom was formerly part of a larger entity(the TGE, CCW, UWW, Splugorth Kingdoms, Golgan Republik), but broke off from it to make its own way. The FWC is a good example of a Splinter Kingdom.
 91-00%---Survivors---The kingdom is all that remains, a last colony or remaining outpost, of a once far larger entity(Atlanteans, for instance).

C.

Level of Technological Sophistication: How advanced are these people?

(From Rifts Dimension Book 2: Phaseworld, pg. 107) In general, star kingdoms must have a minimal level of technology/magic aptitude that allows them to regularly visit other worlds and communicate with their outposts and colonies to qualify as star kingdoms.

01-40%--- Mature Space Age---The society has commonplace space travel and at the very least the ability to visit and develop other worlds in its own solar system. Travel beyond is still possible, using high efficiency relativistic or very low efficiency FTL drive systems, so travel lag between outposts of the star kingdom is a factor. Speed of light or FTL communications ARE possible, further reinforcing the bonds of the kingdom.

41-90%--- Advanced Space Age---The majority of stellar powers fall into this broad category; FTL propulsion has been achieved and is fairly commonplace, tying the worlds of the empire together and facilitating trade/communication with other worlds.

91-98%--- Highly Advanced Civilization---This civilization is the equal of any of the major galactic powers, but has special expertise in one or two particular fields(gravitics, genetic engineering, industrial sorcery, etc).

99-00%--- Amazing Civilization---Superior to all known galactic cultures, and likely to be of interest to the major powers of the Three Galaxies.

41-55%--- Enlightened Imperialists

56-70%--- Peaceful Expansionists

71-85%--- Non-Interventionists---If combined with a military-based economy, then the kingdom sells to everybody, but takes no official involvement. Likewise, anything that would compromise the neutrality stance of the central government is officially illegal, but may be conducted anyway under the auspices of a government looking the other way.

86-97%--- Pacifists---If combined with a military-based economy, then the kingdom may export non-lethal weapons technology and their 'mercenaries' are diplomats or benign peacekeepers.

98-00%--- Multi-Factional---Varies; the star kingdom is still defined by several factions actively vying for control(not necessarily violently) of the overall organization. Roll 1d4+1 extra times to determine the various factions; ignore if the Multi-Factional option is rolled again. Typically this state doesn't exist for long; either one faction emerges as dominant, or the star nation splits off into separate factional states.

E.

Racial Composition: Who are the dominant species/races that make up the kingdom?

01-40%--- Existing and Known Species(Human, Wolfen, Elf, 41-60% ---Variant of Existing Known Species ---These would be recognizable mutations or modest variants of existing peoples(no more than a 25% variation from baseline for the particular species). These races can be represented by adding an extra dice to one or two stats, or rolling on Step Five: Unusual Characteristics of Rifts Dimension Book 2: Phaseworld, pg. 106.

61-84%--- New Species(Roll up or create a new race)

85-00%--- Combination of 1d4+1 different species; roll again for the different races.

F.

Government:

(From Rifts Dimension Book 5: Anvil Galaxy, pgs. 155-157)

01-05%---Anarchy; nobody seems to be in charge, and this star 'empire' is one in name only.

06-07%---Militocracy; rule by the military

11-15%---Autocracy; rule by a single figure/strongman.

16-20%---Monarchy, rule by a hereditary monarch

21-25%---Aristocracy, rule by hereditary nobility

26-30%---Hierarchy; rule by stratified layers of authority

31-35%---Confederacy; rule by allied power blocs

36-40%---Democracy; rule by popular accord

41-45%---Oligarchy; rule by an elite

46-50%--- Syndicracy; rule by common business interests

51-55%---Plutocracy; rule by the wealthy

56-60%--- Bureaucracy; rule by bureaucrats and an elaborate organization of agencies

61-65%---Pecocracy, rule by the learned

66-70%---Theocracy; rule by a religious elite

71-75%---Mageocracy; rule by magic-users

76-80% ---Gerontocracy; rule by those of a certain age

81-85%---Gendocracy; rule by a particular gender

86-90%---Technocracy; rule by the possession of particular skills

91-95%---Mechocracy; rule by machine

96-00%---Other/Exotic

G.

Administrative Control:

How tightly does/can the central authority/government control its territory with regard to its laws and regulations? This can work for good or ill, as travellers may be spared harsh persecution... or find themselves without the legal protections

01-5%--- Nearly Nonexistent---The central authority's reach is extremely limited and it has few abilities to enforce its dictates beyond its immediate area(usually the capital). Effectively anarchy at the borders/frontiers.

11-25%---Lax---Beyond the central authority's reach and a handful of agents and agencies, the spirit and the letter of the law are up for grabs; blatant and creative (mis)interpretation of the laws and regulations is common, and most people pay lipservice to them. There's not a whole heckuva lot the central authority can do either, and penalties are light to effectively impotent.

26-55%---Loose---The letter of laws are generally followed, but out in the field, away from the immediate scrutiny if the central authority, there's a lot of mild and loose interpretation of the laws, and a lot of overlooking of their intent. Minor dissent and corruption is common, and pretty much overlooked.

56-70% ---Tight---The central government's rulings are thoroughly enforced by its agents and agencies, and it's when the rules AREN'T enforced or administrative control/oversight slips up that it makes the news.

71-89% ---Restrictive---The government runs a tight ship with multiple agencies, frequent inspections and tests, and periodic audits of itself. Penalties for breaking the law are hard, and for government employees not doing their duty, severe.

90-00%---Draconian---The central government has agents all over, enforcing its laws and regulations, and has a network of informers as well, reporting on the quality of governance. Penalties for not obeying the laws, and not enforcing the laws, are harsh to extreme for government employees.



External Trade: How does the star kingdom make the majority of its income?

01-15%--- None---The kingdom doesn't trade at all with anybody; its economy is pretty much self-contained, or else it is struggling with regards to its finances.

16-30%--- Trade---The star kingdom maintains a large mercantile fleet that wheels and deals across the cosmos, trading in various goods, and the kingdom's planets themselves can serve as trading hubs or waystations.

31-50%--- Raw Materials---The kingdom feeds the industries of others by providing the bulk raw materials needed(minerals, lumber, water, anti-matter, etc.)

51-60%--- Luxury Goods---There are certain things available in the kingdom that are not necessities of life, but which nevertheless command high prices from the right buyers outside the star kingdom. However, dependence on this sort of goods is risky; luxury trends can prove fickle.

61-80%---Manufacturing---The kingdom provides quality finished goods that are in demand elsewhere.

81-90%--- Military---The star kingdom either sells weapons and/or the services of mercenaries

91-00%--- Conquest---The star kingdom relies on what its armed forces, privateers, or pirates can acquire and strip from other peoples and planets.



Status Rating:

Star kingdoms and empires have a lifespan, like organizations. This is a general indicator of the health of the star kingdom.

01-30%--- Boom---The star kingdom is just starting out and is expanding its territory and influence at an intense level of activity. It is powerful and vigorous, but hasn't reached its full potential.

31-69%--- Established---The star kingdom has reached a comfortable state of influence; explosive expansion is leveling off, and borders are generally known. The star kingdom is reaching the peak of its power in this current cycle of its existence.

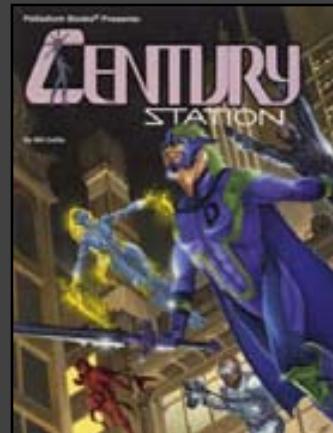
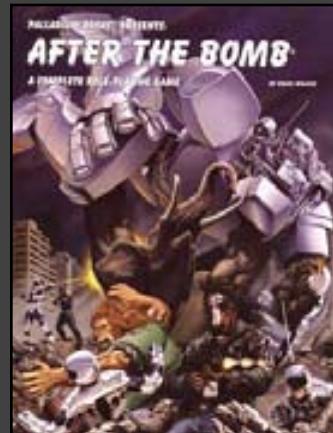
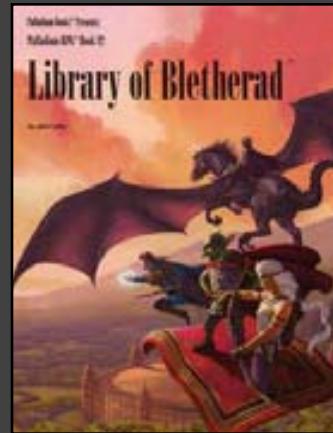
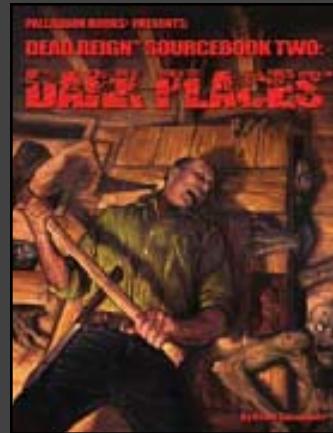
70-85%--- Stagnant---The star kingdom has reached a plateau in its influence; expansion has slowed, the borders haven't changed much in over a century, and there is some gathering tension between various internal factions over control of the future direction of the kingdom. It is powerful, but may be feeling its growing pains.

86-94% ---Crumbling---The star kingdom is on the verge of a bust; expansion has stopped and begun to reverse. Systems are dropping away and the influence of the central authority is weakening. The central government is holding on, but cracks have appeared in the order.

95-98%--- Imperiled---The star kingdom has reached a critical moment in its history that could result in the empire breaking apart completely or undergoing a massive cultural shift. This may result in a new period of renewal and explosive expansion under a new regime, or may end in the kingdom imploding.

99-00%---Faded Glory. The kingdom failed to renew itself come its crisis point in the past and what remains is now a shadow of its former self. The kingdom's glory days are long in the past and it's all the survivors can do to hang on to what they still have. Education and professional training have atrophied, elaborate tradition has replaced innovation, and new technological developments are minor rehashes of already existing designs and principles. Most citizens are more likely to look back to the grand triumphs of the future than to a brighter and wholly new future, living in the past rather than working towards tomorrow.





GIFTER

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